

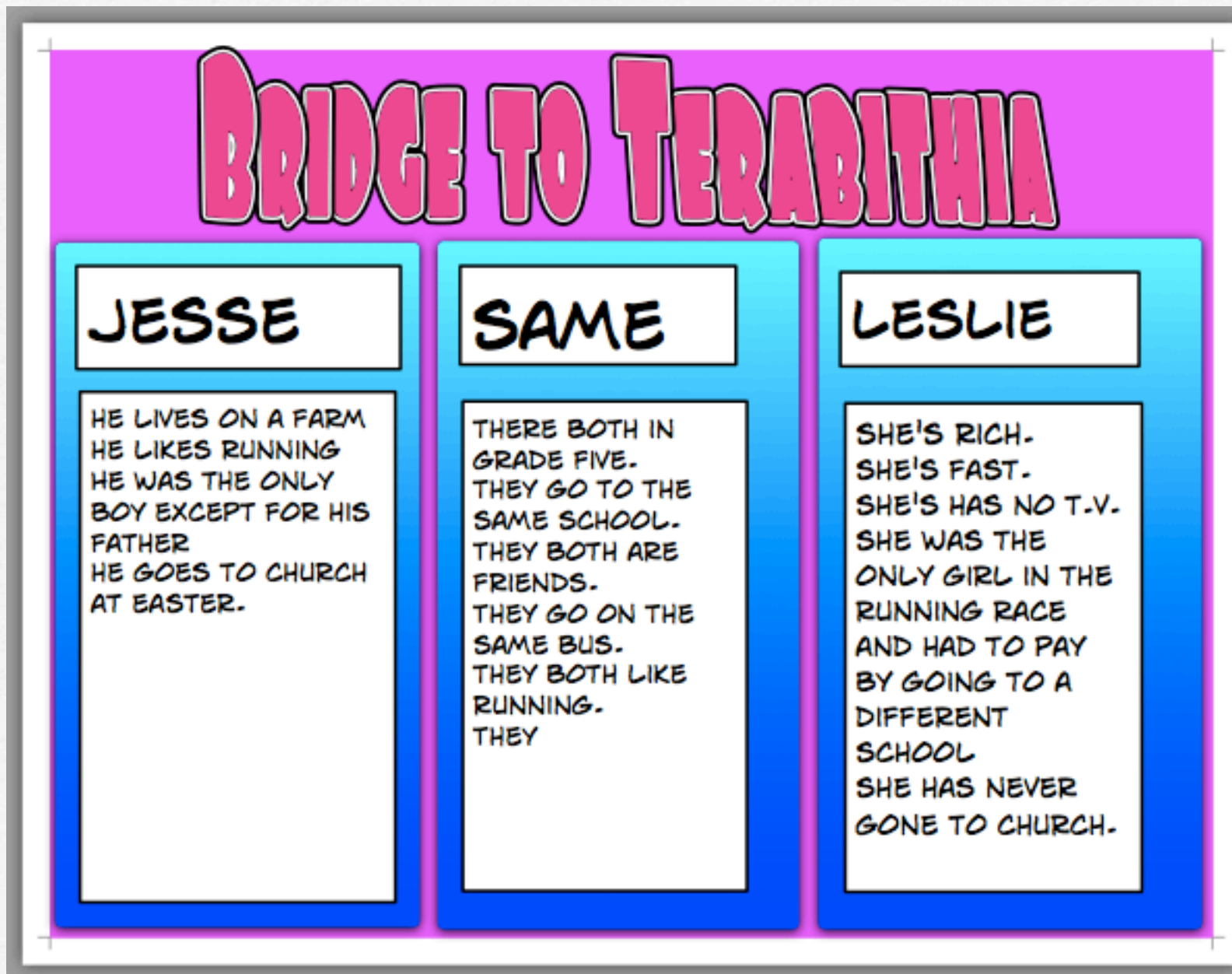
Digital Storytelling with Comic Life



What is digital storytelling?

- ☐ Digital storytelling challenges students to take their written ideas and translate them into a visual medium.
- ☐ "Digital kids need learning to be relevant, meaningful and applicable now." (Marco Antonio Torres)
- ☐ Allows for more creativity from your students
- ☐ Covers multiple intelligences
- ☐ Fun!

Using Comic Life in the classroom



As a venn diagram -
this Comic Life is
comparing the two
main characters in
the book 'Bridge to
Terabithia'

Using Comic Life in the classroom



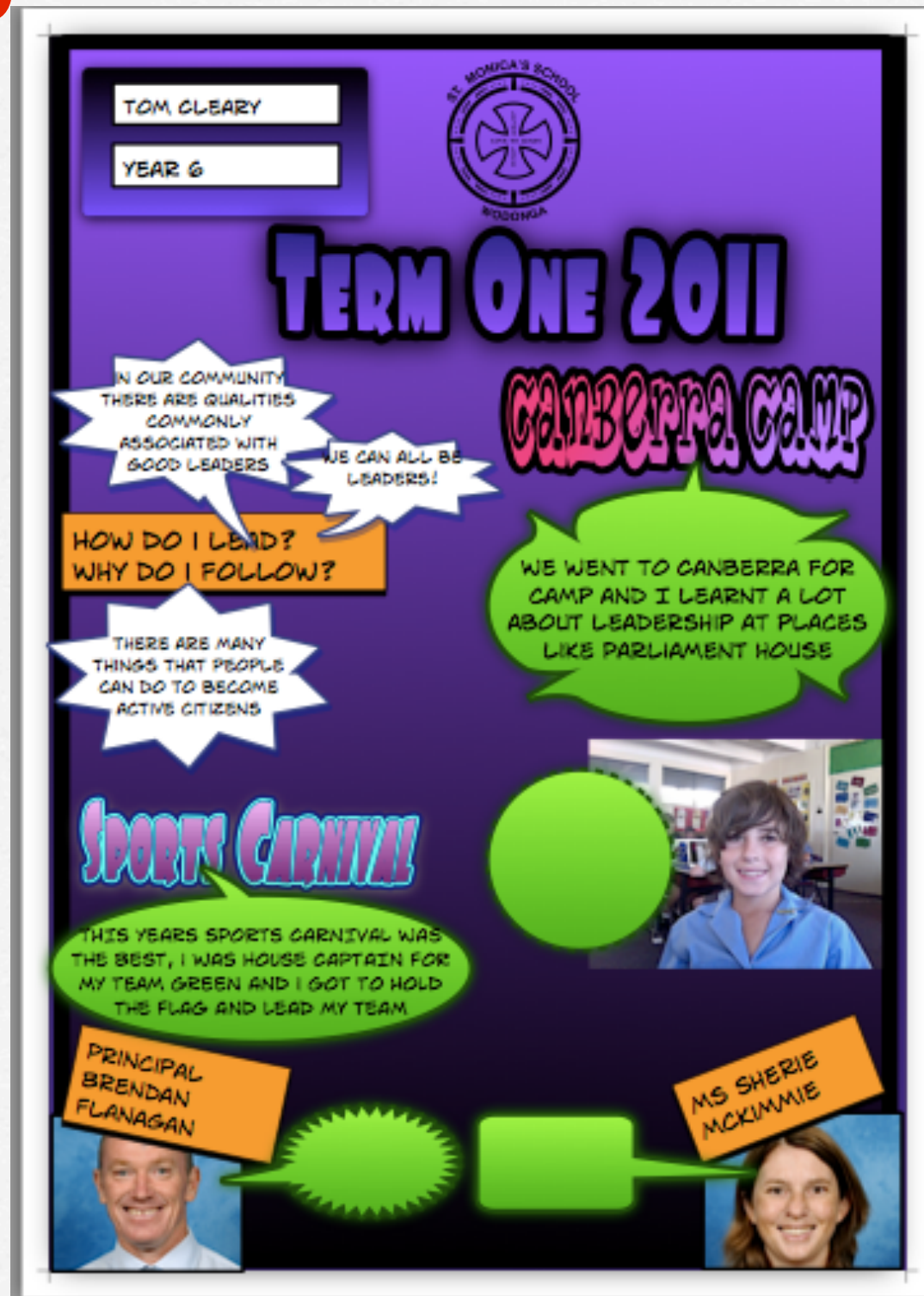
Maths
Displaying and
understanding of
different concepts
covered.

Using Comic Life in the classroom



RE
Scriptural Think
Pad
The students create
their own using
features of Comic
Life and other
programs on
laptops.

Using Comic Life in the classroom



Report covers -
Students design
their own

Using Comic Life in the classroom



Inquiry Learning -
students showing
understanding
of key statements

Using Comic Life in the classroom



Comic Life Ideas

1. Biography-in 1st person perspective
2. Historical Event-timeline an event including key events
3. Tell an original story
4. Map out a novel-characters, problem, solution
5. A trip through a geographic region, ie a travel guide
6. Tell wild weather stories from the perspective of someone experiencing it or from the weather force itself (ie. tornado's voice)
7. Show an invention and how it has effected people, our world, other discoveries.
8. Tell a story from a butterfly's point of view.
9. Take a fiction book and change the setting. How would it be different?
10. Change an ending to a story.
11. Take a geometric shape and explain how it is used in real life.
12. Explain a body system from an organ's point of view.
13. Bring a poem to life.
14. Depict a problem between students and how to solve it.
15. Share the cultural background of your family.
16. Make me laugh
17. Make me feel.....
18. Timeline a day in the life of a slave/slave owner.
19. Create a how to.
20. Show knowledge of a subject.
21. Show a cycle- water, butterfly

Plus as a desktop Publisher

1. Newspaper
2. One page reports
3. Invitations
4. Graphic organizer
5. Story planning

<http://comiclife.com/education>

